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7742 MAX Class
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MAX FINAL PROJECT EXPLANATION

For this MAX 7742 class I am interested in working with additional programs and software as well as utilizing web interfacing and interactivity to projection. This semester I have been slowly diving into learning Unity gaming engine and am now creating an environment with which to interact. In my building the project, I have been able to add an immersive terrain, as well as characters in that environment to interact with triggered sound and video. I am planning on adding additional video of cubes or mini cities as well as fast moving videos through three dimensional skylines that you can interact with through hovering over the video still image and then video and sound start. I want to create some superficial world with fantasy and exploration at its core.

While it is still to be determined how I will incorporate MAXMsp with Unity, I am planning on interacting with both softwares through OSC. It is clear to me that I can certainly utilize post Unity projects with MAX for interactivity. I have viewed this on some of the youtube and web posts. Most posts have been with sound though and I am more interested in visual aspects for this project while combining synchronized sound with video triggers. I am still very much investigating this process and I am quite certain this project and process will evolve very quickly through my practical applications. I am certainly going to explore how to use MAX for interactivity with the world I build in Unity.

Regarding post Unity projects and MAX compatibility for this project, I plan to publish my immersive world environment on WebGL. I am interested in connecting to MAX via 2 laptop computers and projecting from these two computers Unity WebGL through MAX with the two computers running two worlds parallel to one another projected in portrait side by side on the PIMA lab stage. I want it to feel like a game or an exploration. I am curious about the feelings people will experience as they explore this world via their laptop next to someone experiencing different things at different times in the same parallel world.

It is a heavy lift. I am going to move forward on it and achieve to the best my ability. By all means as you read this, please come back with any further advisement on means through which I can make the project even more successful.

There are two links above this button which demonstrate the 3D aesthetic I am working with. I am working to advance this steps in this project.